

Fig.1

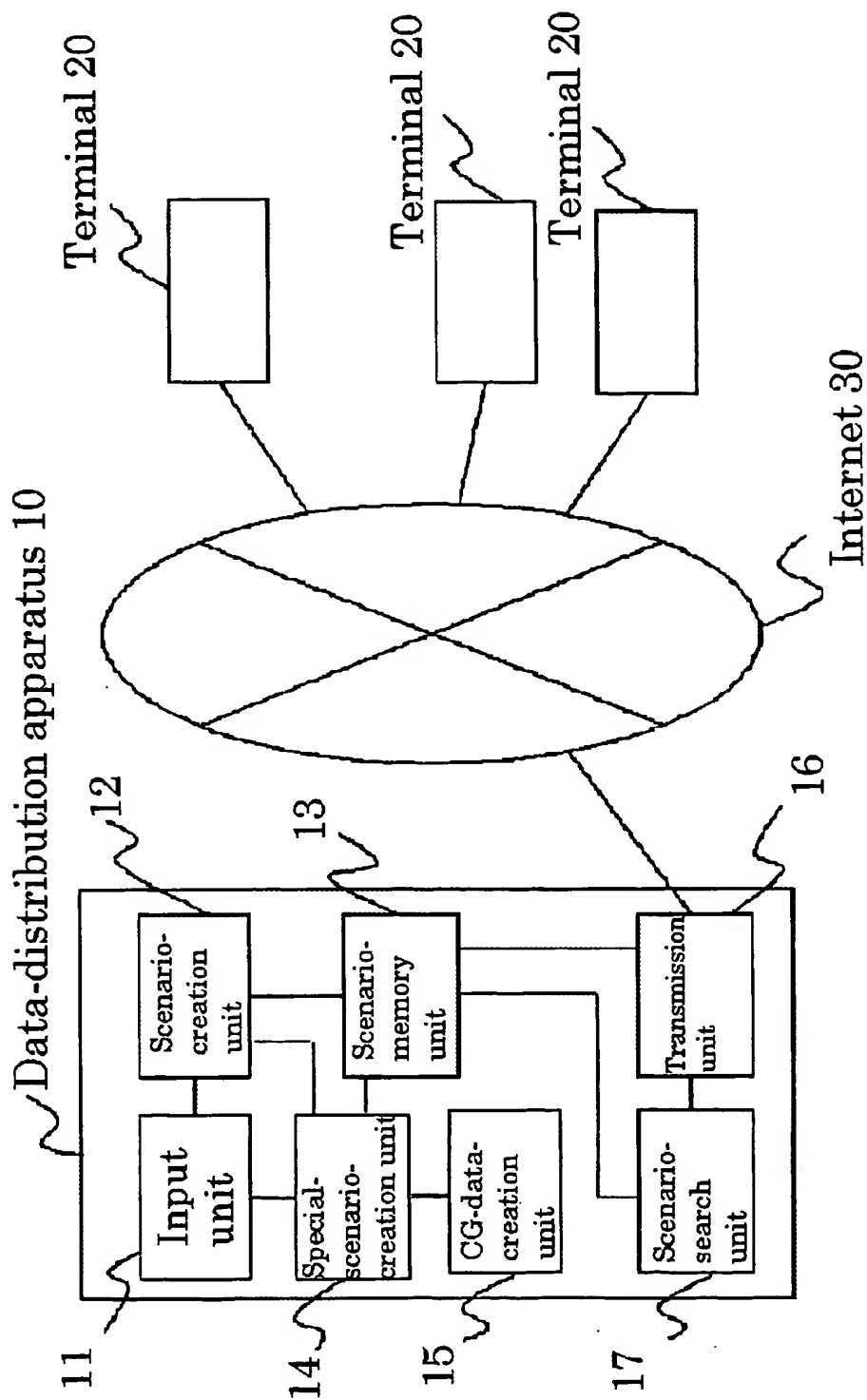


Fig.2

Basic data	Game data	Team names
		Team records
		Place and time of game
	Player data	Player names
		Individual records
		Starting lineup

(a)

Pre-pitch data	Substitution data
	Check data
	Sign-exchange data
Pitch data	Pitch type data
	Course data
	Speed data
Results data	Swing data
	Swing results data
	Base-running data

(b)

Fig.3

Basic data	
First pitch	Pre-pitch data + Scene data
	Pitch data
	Results data
Second pitch	Pre-pitch data
	Pitch data
	Results data
Third pitch	Pre-pitch data
	Pitch data
	Results data

Fig.4

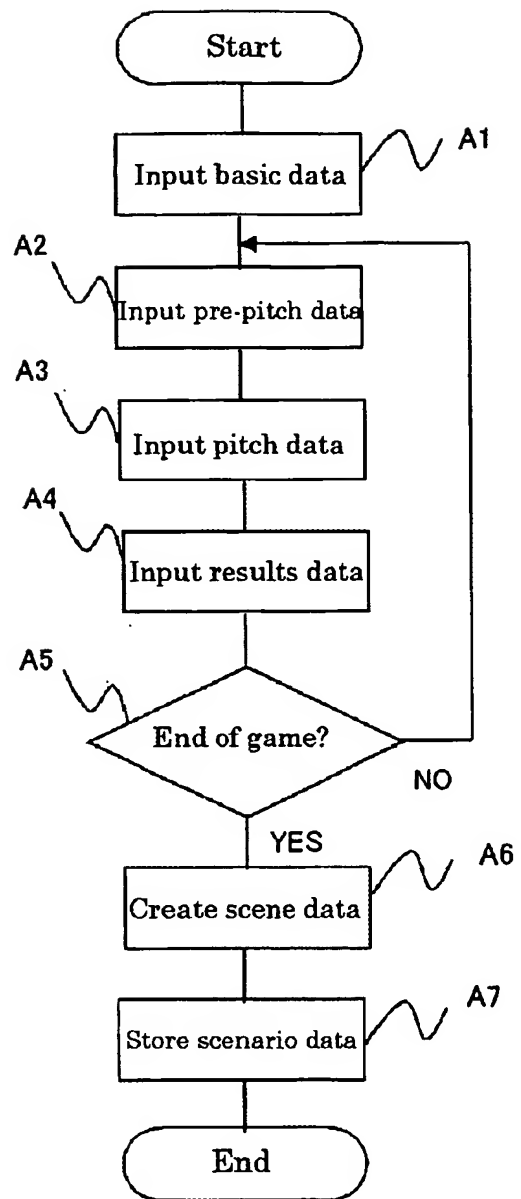


Fig.5

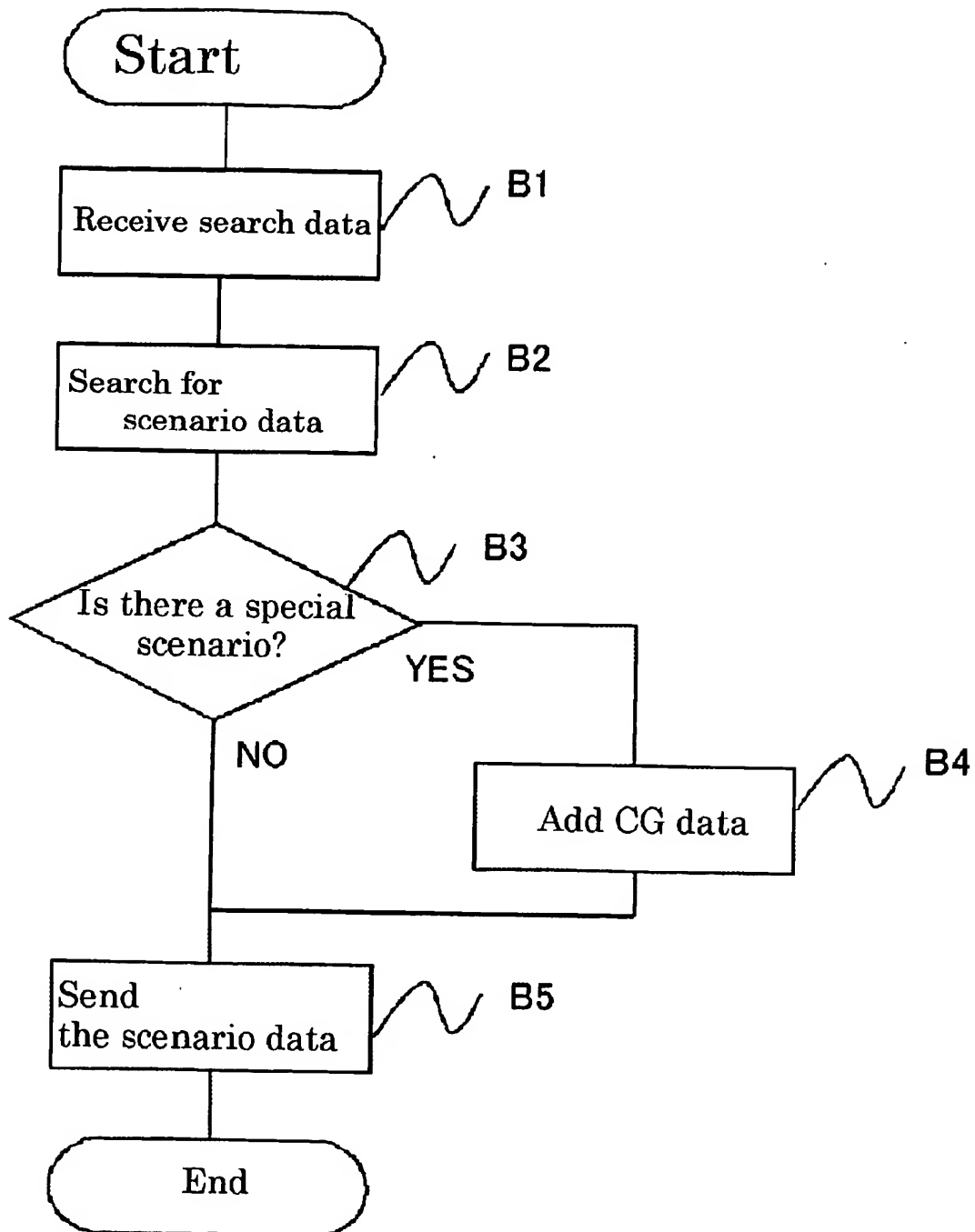


Fig.6

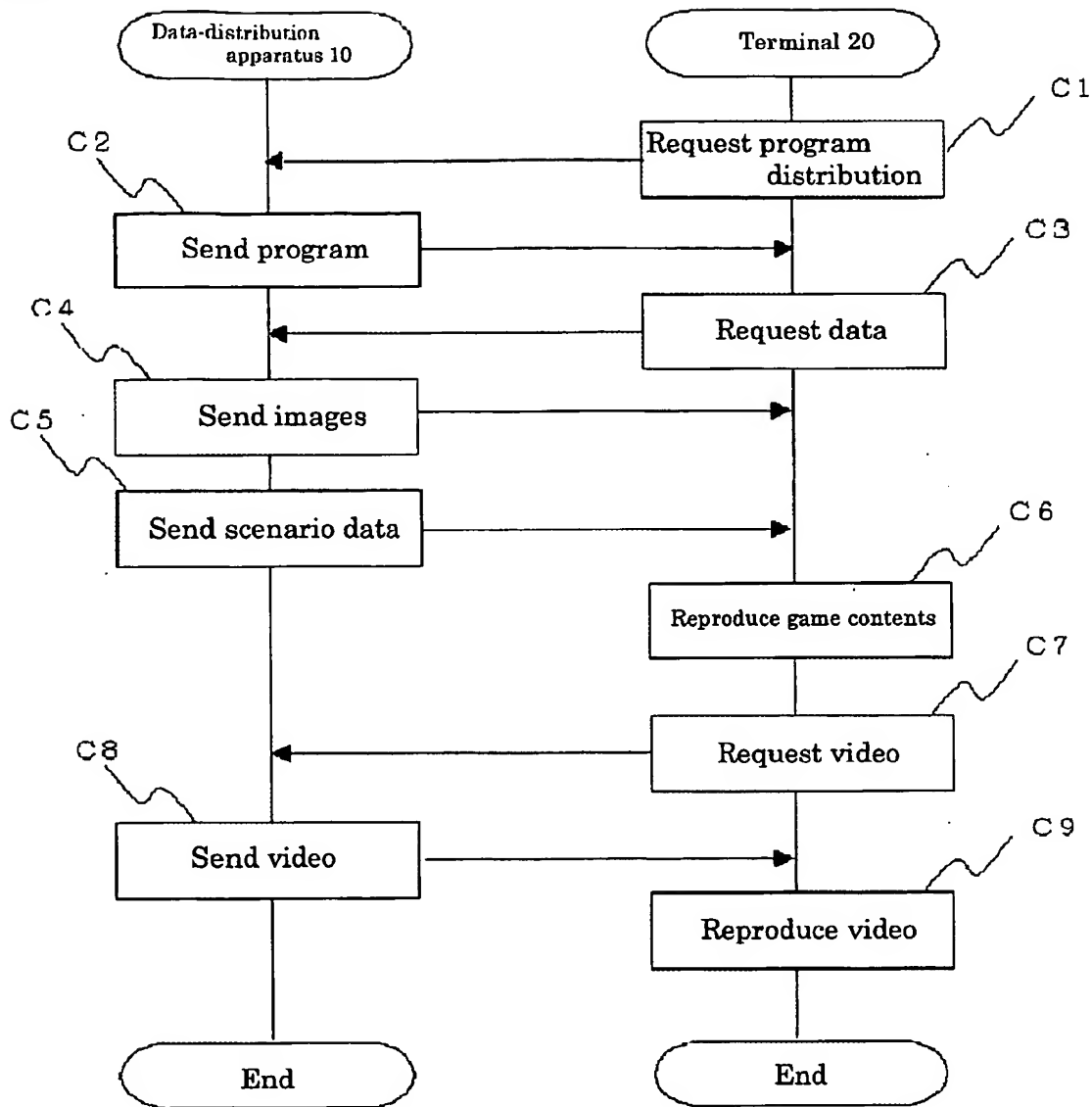
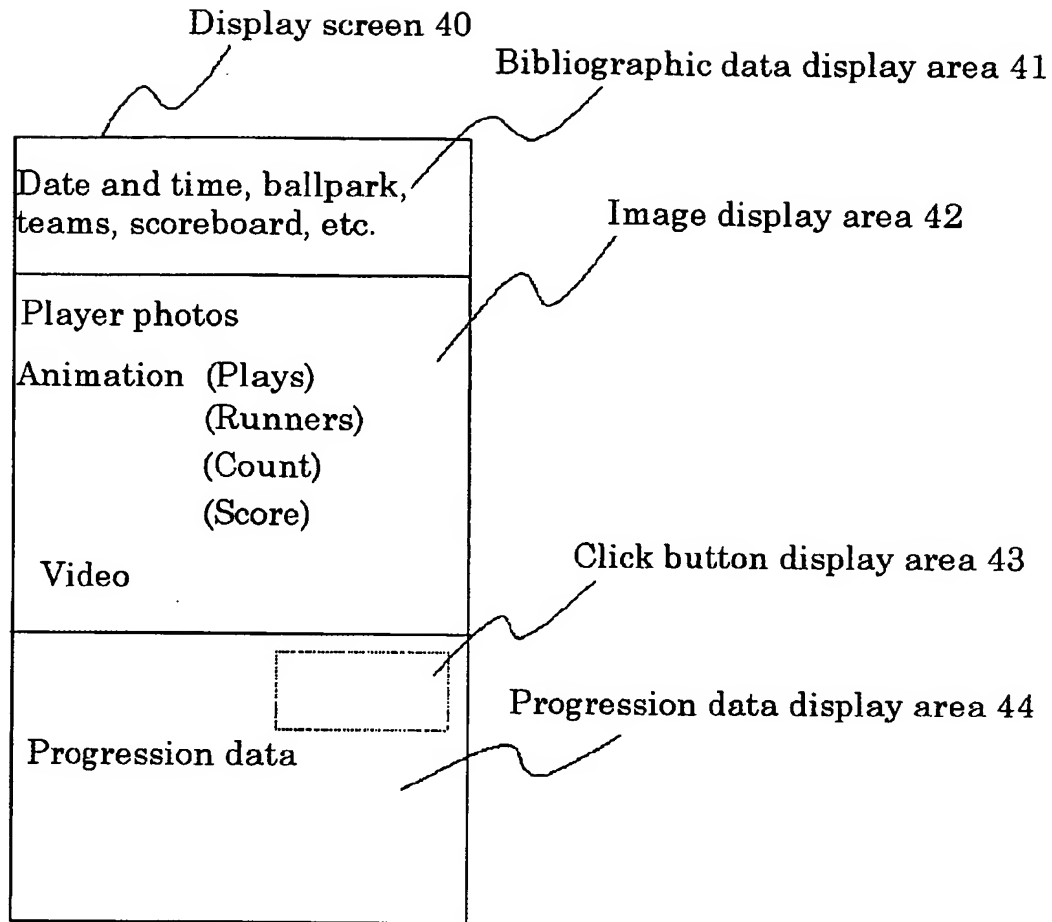


Fig.7



**Explanation of Code Numbers****10 Data-distribution apparatus****11 Input unit****12 Scenario-creation unit****13 Scenario-memory unit****14 Special-scenario-creation unit****15 CG-data-creation unit****16 Transmission unit****17 Scenario-search unit****20 Terminal****30 Internet****40 Display screen****41 Bibliographic data display area****42 Image display area****43 Click button display area****44 Progression data display area**